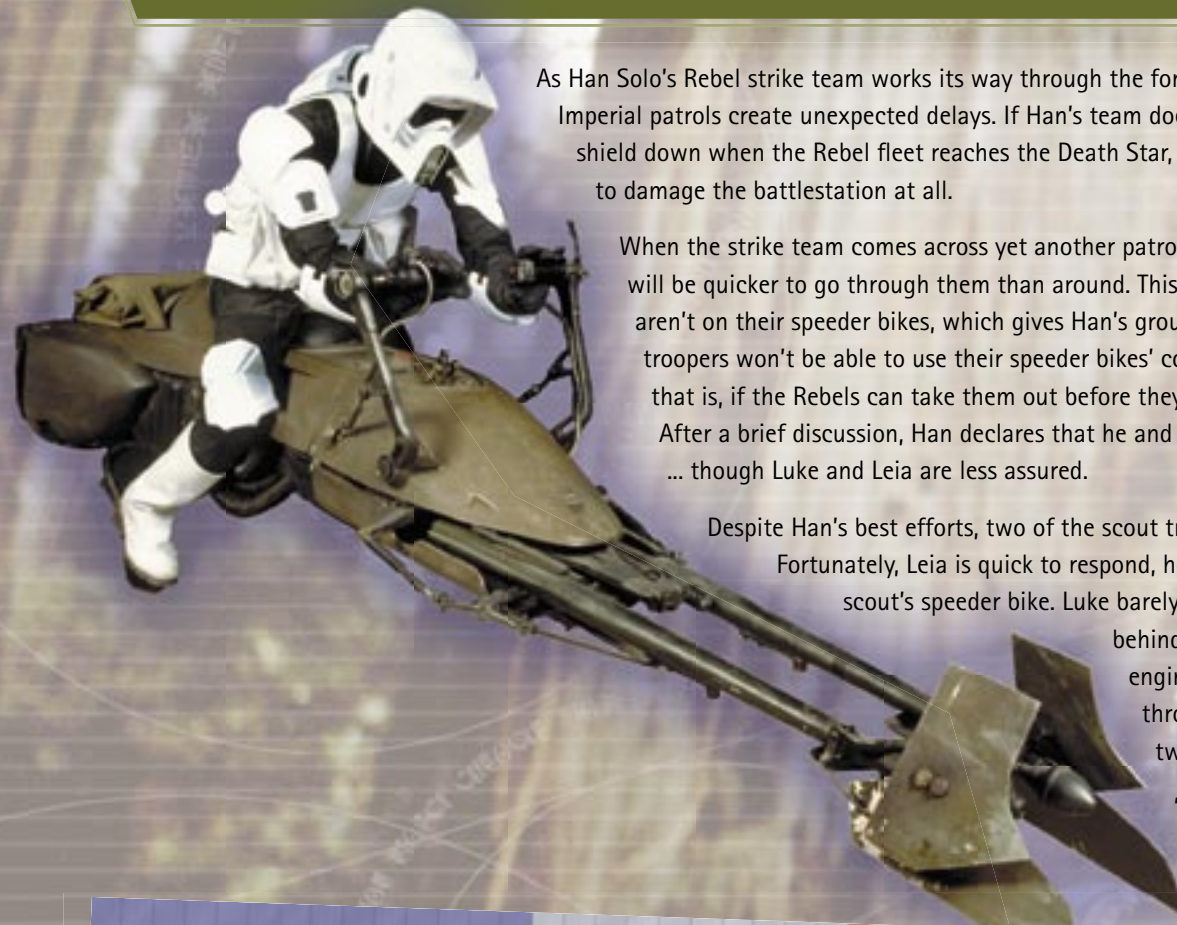


ENDOR SPEEDER CHASE

MISSION VI#07



As Han Solo's Rebel strike team works its way through the forest on Endor's moon, Imperial patrols create unexpected delays. If Han's team doesn't have the Death Star's shield down when the Rebel fleet reaches the Death Star, the Rebels won't be able to damage the battlestation at all.

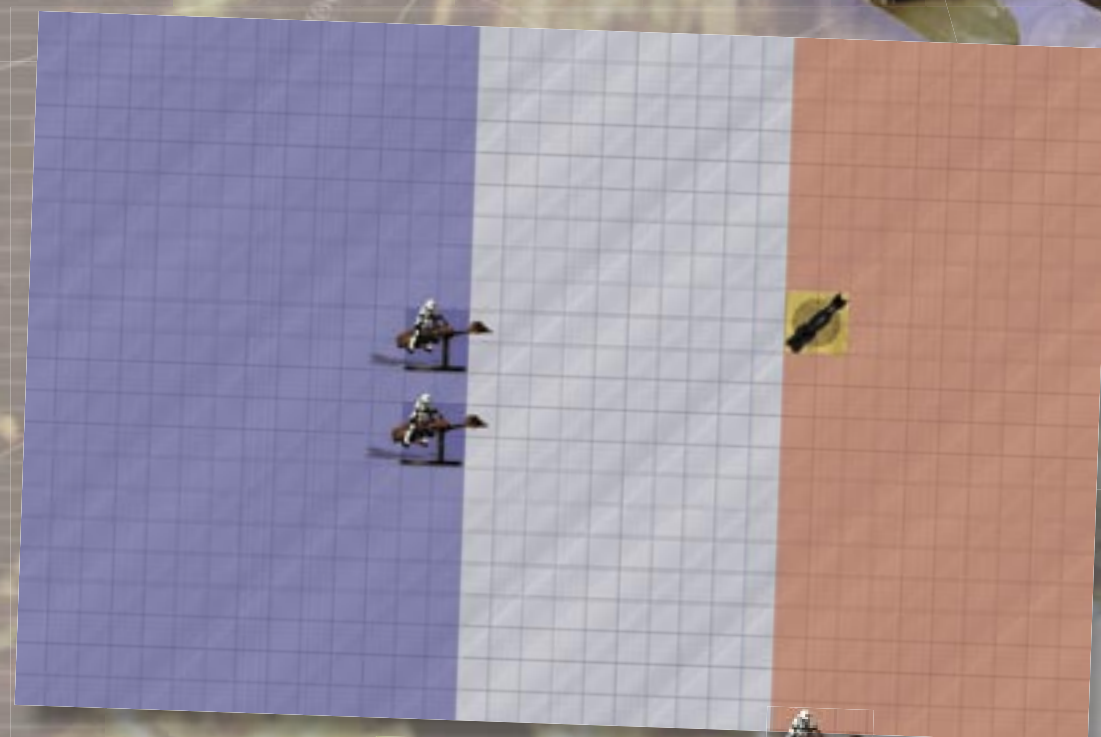
When the strike team comes across yet another patrol, Han decides that it will be quicker to go through them than around. This time, the Scout Troopers aren't on their speeder bikes, which gives Han's group a slight advantage; the troopers won't be able to use their speeder bikes' comlinks to call for help—that is, if the Rebels can take them out before they reach their speeder bikes. After a brief discussion, Han declares that he and Chewbacca will do the job ... though Luke and Leia are less assured.

Despite Han's best efforts, two of the scout troopers get away.

Fortunately, Leia is quick to respond, hopping onto the first scout's speeder bike. Luke barely has time to hop on

behind her before she guns the engine and roars off after them through the heavy foliage—at two hundred miles per hour.

"Endor Speeder Chase" recounts the fast and furious speeder bike chase, as Luke and Leia race through the forest of Endor's moon to stop the Imperial scout troopers from reporting the presence of the Rebel strike team. Use the blank side of the *Star Wars Miniatures Game* Starter Set map to represent the mighty forests of Endor's moon.



MAP KEY Rebel Setup Area Imperial Setup Area

REBEL SETUP

The Rebel force consists of Luke Skywalker and Princess Leia, totaling 40 points. If the Rebel player chooses not to use the suggested forces listed below, she can build an 40-point force of her own, but it must include two unique characters.

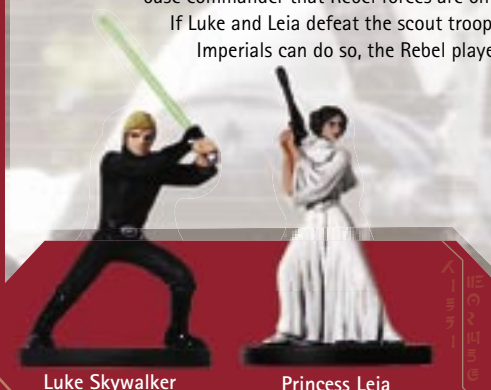
The Rebel player can set up Luke and Leia anywhere on the battle grid, provided they are more than 10 squares away from the scout troopers, and they are behind the scout troopers.

Rebels: Luke Skywalker, Jedi Knight	27
Princess Leia, Senator	13
	40

VICTORY CONDITIONS

The Rebel player wins by accomplishing the following goal.

Stop the Scout Troopers: If the scout troopers get away from Luke and Leia, they can get out of the Rebels' jamming range and notify the Imperial base commander that Rebel forces are on the forest moon. If Luke and Leia defeat the scout troopers before the Imperials can do so, the Rebel player wins the scenario.



Luke Skywalker

Princess Leia

IMPERIAL SETUP

The Imperial force consists of a squad of two Scout Troopers on Speeder bikes, for a total of 42 points. If the Imperial player chooses not to use the suggested forces listed below, he can build a 42-point force of his own.

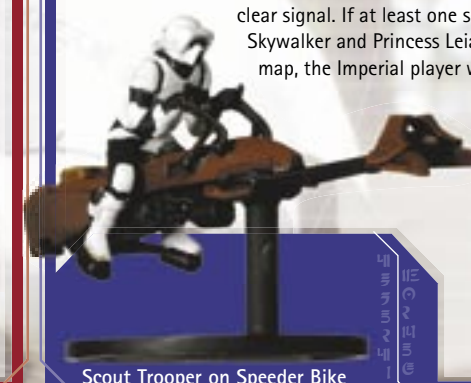
The Imperial player sets up the Scout Trooper on Speeder Bikes anywhere on the battle grid provided they are more than 10 squares from the Rebels.

Imperial: 2 Scout Trooper on Speeder Bike	42
	42

VICTORY CONDITIONS

The Imperial player wins by accomplishing the following goal.

Lose the Rebels: The scout troopers need to notify the Imperial base commander that Rebel forces have landed on the forest moon, and may be heading for the shield generator station. Unfortunately, the Rebels have jammed their comlinks, so the scout troopers must put enough distance between themselves and the Rebels that they can send a clear signal. If at least one scout trooper can outfly Luke Skywalker and Princess Leia, and escape off the map, the Imperial player wins the scenario.



Scout Trooper on Speeder Bike

SPECIAL SCENARIO RULES

The following special rules are in effect for this mission.

Speeder Bike Chase: This scenario uses the Speeder Bike Chase rules, found in the Special Rules section of this book (page 85).

Double Up: A speeder bike is large enough to carry two people (the driver and a passenger). When the scenario starts, Luke and Leia are riding the same speeder bike. While riding the speeder bike in this fashion, only the driver (the character in front) is considered to be moving. If the passenger (the character in back) has the Double Attack special ability, he can use it even if the speeder bike moves twice in the round.

Scooch Over: A character on a speeder bike can jump onto another speeder bike, if the second speeder bike is adjacent to the character and traveling in the same direction. Doing so does not

displace the driver of the second speeder bike. If using this maneuver leaves the first speeder bike driverless, it crashes.

Let Me Drive: A character may attack only the driver of a speeder bike by taking a -4 penalty to his attack roll. However, if either the driver's peeder Bbike is adjacent to the attacker's speeder bike, or both characters are riding on the same speeder bike, this penalty drops to only -2. If using this maneuver leaves a speeder bike driverless, it crashes; if both the attacker and the driver are on the same speeder bike, the attacker may take over the controls (becoming the new driver).

Imperial Reinforcements: Once the Rebel characters have defeated one Scout Trooper on Speeder Bike, Imperial reinforcements, in the form of two more Scout Troopers on Speeder Bikes, may join the chase. On the round after the loss of the first scout trooper,

if the Imperial player loses initiative, but rolls an odd number, the Imperial player may place the reinforcements on the battle grid at the rear edge of the grid. The Imperial player places these reinforcements on the battle grid immediately before the Imperial player's first activation of the round. Once the reinforcements have arrived, this rule is no longer in effect.

CAMPAIGN PLAY

If you are playing this mission as part of the *Ultimate Missions: Rebel Storm* campaign, the Rebel player has 50 points available from her pool of forces; the Imperial player has 100 points. Each player gets 1 Victory Point for winning the scenario. □